Abstract of the Disclosure

A method for controlling game play for use in a video game, wherein a plurality of possible animated actions can be taken by a game character in response to an input from a user provided through a game controller. The method includes: detecting user input from the game controller requesting an animated action by the player; reading an adrenaline value from a control element on the controller indicating a level of aggression desired by the user for the animated action; selecting an animated action from the plurality of possible animated actions based at least in part on the adrenaline value; and performing the selected animated action.

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